ABSTRACT

Method and apparatus for providing authenticated, secure, on-line communication between remote locations including a user terminal adapted to enable a player in one location to remotely communicate via a communications medium such as the Internet with a gaming host in another location. Location of the remote user terminal, the host server and universal time are

5   determined using means for accessing signals generated by geostationary navigational transmitters, such as in the global positioning satellite (GPS) system. Player authentication (identity verification) is determined by use of a personal identification number (PIN) and an electronic signature verification service. Security of communication is accomplished through use of a public-key/private-key encryption system. The remote user terminal may be comprised

10   of one or more discreet components adapted to be used with a laptop or desktop personal computer (PC), or may be embodied in a stand alone or self-contained single unit that is portable and communicates via radio waves, telephone lines or the Internet to a host server.